

## 2. Claim 1-16 Rejections under 35 USC § 102

Examiner declares that claims 1-16 are disclosed in Hatlelid et al, US 6,522,333, hereafter referred to as Hatlelid. We repeat our response earlier, that Examiner is broadly interpreting Hatlelid's use of mood, personality and behavioral emotive content, as the same as or equivalent emotive content to emotive vectors or emovectors. This is contrary to the rules of word usage under MPEP 2111.01 Plain Meaning [R-5].

“The words of the claim must be given their plain meaning unless the plain meaning is inconsistent with the specification. *In re Zletz*, 893 F.2d 319, 321, 13 USPQ2d 1320, 1322 (Fed. Cir. 1989).“

The '433 specification defines the emotive content as emotive vectors, page 20, “emotive vector is normalized to the author, which is comprised of an emotive state and an associated emotive intensity selected by or from the perspective of the author's emotive state and range of emotive intensity.” The specification definition is therefore determinative in the claim language. Emotive state is defined in the field by those skilled in the art, see Hinton reference **“Generating and Manipulating Emotional Synthetic Speech on a Personal Computer”** pg 108.

In claim 1 Examiner asserts Hatlelid col. 21 lines 1-50, col. 2 lines 1-35, col. 11 line 1-35, and col. 21 lines 1-50 as the emotive content used. All of these Hatlelid references and indeed in the entire Hatlelid specification, teach and disclose behavioral emotive content: “personality types for visual representation”, “gestures for application”, “visual representing emotional contexts within which data can be interpret” etc. These are all behavior, behavioral representations, or behavior visual representations of emotive content. These all must be interpreted by the receiver. All the Hatlelid attributes associated with any software constructs containing the emotive content data must therefore either contain the direct behavioral data or reference to these behavioral representations or operations on these.

Hatlelid is in distinction with '433, which is wholly emotive, where the emotive content has no behavioral representations, no animated gestures, no behavior visual representations, no personality types, no mood types, but just emotions identified by a state label, and an associated intensity of state normalized to the author of the emotion. This software entity, emovector, carries all of the information necessary for processing feelings as disclosed in '433. Again, the distinction cannot be more divergent. '433 is emotive, Hatlelid is behavioral in emotive content.

In claim 2 – claim 16, examiner asserts “behavioral movements which are dynamic and energetic” col. 3 lines 6-18, “gestures having the visual representation animated” col. 3 lines 17-45, “selected behavioral characteristics” col. 5 lines 13-40, “behavioral movements of the visual representations” col. 7 lines 5-53, “behavioral movements associated with the content are selected” col. 7 lines 53-67, “providing explicit behavioral commands ... selection of behavioral characteristics ... of specific text ... upon viewing the behavioral movement of the user's visual representation ..” col. 8 lines 23-67, “behavioral movement is an animation of the facial components .. behavioral movement of a visual representation ...” col. 9 lines 23-54, “to select a personality type for a visual representation .. user's visual representations to understand the current state of the user ... mood intensity for the personality type selected “ col. 11 1-35, “display of text can also be controlled by the selection of behavioral characteristics, such as personality settings, or by the content of behavioral commands such as gestures” col. 10 lines 5-

59. Again, these are all behavior, behavioral characteristics, visual representations of gestures and gesture animations, behavioral representations, movements of visual representations, animation of the facial components or behavior visual representations of emotive content. Furthermore, these all must be interpreted by the receiver to derive the emotions. All of the Hatlelid attributes associated with any software constructs containing this data must therefore either contain the direct behavioral data or reference to these behavioral representations. This in distinction with '433, where the entities are purely emotive, carrying the author/sender's emotive state and normalized intensity, and without any behavioral characteristics, representations of characteristics, stereotypical visuals of personality types or other artifacts of behavioral characteristics of emotive content.

Regarding claims 2-9 and 11-15, with all due respect, the dependent claims are distinct by their dependence on unique independent claims. In addition, each dependent claim is also distinct from Hatlelid by each of its own elements as mentioned above.

Regarding claims 12-15, our response is similar to the above arguments. The ordinary and customary meaning to be given to emotive content is defined in the literature, referenced and recited above, given in previous responses and defined in the specification as distinct from the prior art. Furthermore, the term emovevector was coined by us and defined in the '433 specification. This term is not referenced in Hatlelid, expressly, impliedly nor inherently.

### 3. Response to Narrowing Claim1

We have given thought to narrowing claim 1 as advised by Examiner, and we confess that we cannot do so without injury to the invention. Previously we have narrowed the claim 1 to remove emotive content in favor of emotive vector, our invention. Please see the web widget below which we wish to protect. This widget has all the visual and processing component elements of a claim 1 embodiment. If examiner has a way to display and process a feeling in a computing device as described in the invention which does not limit our invention embodiment shown in the figure below, we would consider any proposal to do this.

Initial Disposition				Final Disposition			
<input checked="" type="checkbox"/>	Excited	5	↑	<input checked="" type="checkbox"/>	Excited	6	↑
<input type="checkbox"/>	Secure	1-10	↑	<input checked="" type="checkbox"/>	Secure	6	↑
<input checked="" type="checkbox"/>	Rested	3	↑	<input type="checkbox"/>	Rested	1-10	↑
<input checked="" type="checkbox"/>	Happy	3	↑	<input type="checkbox"/>	Happy	1-10	↑
<input type="checkbox"/>	Grateful, Loved, Aroused, etc	1-10	↑	<input type="checkbox"/>	Grateful, Loved, Aroused, etc	4	↑
<input checked="" type="checkbox"/>	Angry	4	↑	<input type="checkbox"/>	Angry	1-10	↑
<input type="checkbox"/>	Sad	1-10	↑	<input checked="" type="checkbox"/>	Sad	3	↑
<input checked="" type="checkbox"/>	Afraid	4	↑	<input type="checkbox"/>	Afraid	1-10	↑
<input type="checkbox"/>	Guilty	1-10	↑	<input checked="" type="checkbox"/>	Guilty	5	↑
<input type="checkbox"/>	Frustrated, Tired, Hungry, Sick, etc	1-10	↑	<input type="checkbox"/>	Frustrated, Tired, Hungry, Sick, etc	4	↑

Initial Net Disposition =  $11 - 8 = 3$

Final Net Disposition =  $16 - 12 = 4$

Emotive Discharge =  $4 - 3 = 1$

FIGURE 1-6d Multi-Emotion I/O Widgets

#### 4. Current Claims and Status

We have made no amendments in this response. Claims 1 – 10, 13, and 16 are previously amended for corrections, to improve clarity and narrowed with further limitations. Claims 11 – 15 are original and claims 17 - 18 are allowed.

1. (previously amended) A system for processing emotive vectors comprising;

at least one computing device,  
computer memory, and  
computing device communication medium

whereby software instructions stored in memory are under control of the computing device for processing and transmitting emotive vectors over the communication medium, each emotive vector comprising an emotive state and an associated emotive intensity normalized to the author, with associated text embedded in electronic device communications.

2. (previously amended) A system as in claim 1 further comprising the encoding of emotive vectors into standard computing device communication formats.
3. (previously amended) A system as in claim 1 further comprising the encoding of the emotive content into textual communications.
4. (previously amended) A system as in claim 1 further comprising the decoding of emotive content in electronic communications bearing emotive vectors normalized to the communication's author.
5. (previously amended) A system as in claim 4 further comprising parsing the emotive content into tokens for presentation and display of face glyph emotive representations with associated textual content on receiver computing device displays.
6. (previously amended) A system as in claim 5 further comprising the tokenizing of the parts of speech of associated text and with the tokenized emotive content synthesizing author's intended meaning text strings.
7. (previously amended) A system as in claim 4 further comprising the mapping of emotive intensity numerical value from one or more words, from a pre-defined table of numerical values mapped to words.
8. (previously amended) A system as in claim 1 further comprising the scanning and tokenizing of the embedded emotive content in the communications.

9. (previously amended) A system as in claim 1 further comprising parsing communications containing the emotive content using emotive grammar productions to tokenize the emotive content in textual communications.

10. (previously amended) A method of encoding emotive vectors, each emotive vector comprising an emotive state and an associated emotive intensity normalized to the author with associated text in electronic communications, comprising the steps of:

reading the emotive vector into a computer memory from a computing device medium;

processing emotive vector at with least one computing device, and transmitting the emotive vector to another computing device.

11. (original) The method in claim 10 further comprising structuring and synthesizing emotive parsers with productions exploiting emotive vectors encoded in textual datastreams.

12. (original) The method in claim 10 further comprising an emotive parser to tokenize emotive vectors into emotive components and emotive components to a set of face glyphs.

13. (previously amended) The method in claim 12 further comprising an emotive natural language parser to extract and tokenize emotive vector tokens decoupled from the associated natural language text into the parts of speech component tokens.

14. (original) The method in claim 13 further comprising concatenating communication tokenized emotive components with grammatical string fragments and strings selected from the associated text into grammatical strings conveying an intended meaning of the communication.

15. (original) The method in claim 14 further comprising said face glyph set based on graphic rendering of reasonably representative emotive states and associated emotive intensities.

16. (previously amended) A computer program residing on a computer-readable media, said computer program communicating emotive content comprising emotive vectors, each emotive vector comprising an emotive state and an associated emotive intensity normalized to the author with associated text embedded in electronic device communications, comprising the steps of:

reading the emotive vector into a computer memory from a computing device medium;

processing emotive vector with at least one computing device, and

transmitting the emotive vector to another computing device.

17. (currently allowed) A computer network comprising:

- a plurality of computing devices connected by a network;
- said computing devices which display graphical and textual output;
- applications executing on the devices embedding emotive vectors which are representations of emotive states with associated author normalized emotive intensity;
- assembling emotive content by associating emotive vectors with associated text in electronic communication;
- encoding emotive content by preserving association of emotive vectors with associated text in the electronic communication;
- transmitting the communication with emotive content to one or more receiver computing devices;
- parsing communication bearing emotive content; and
- mapping emotive vectors to face glyph representations from a set of face glyphs;

Such that communications encoded with emotive content facilitate exchange of precise emotive intelligence.

18. (currently allowed) A computer program residing on a computer-readable media, said computer program communicating over a computer network comprising:

- a plurality of computing devices connected by a network;
- said computing devices which display graphical and textual output;
- computer-readable means for applications executing on the devices embedding emotive vectors which are representations of emotive states with associated author normalized emotive intensity;
- computer-readable means for assembling emotive content by associating emotive vectors with associated text in electronic communication;
- computer-readable means for encoding emotive content by preserving association of emotive vectors with associated text in the electronic communication;

computer-readable means for transmitting the communication with emotive content to one or more receiver computing devices;

computer-readable means for parsing communication bearing emotive content; and

computer-readable means for mapping emotive vectors to face glyph representations from a set of face glyphs; and

computer-readable means for displaying communication of textual with associated face glyph emotive representations on said computing device displays;

whereby communications encoded with emotive content provide means of exchange of precise emotive intelligence.